RENDERING A THREE-DIMENSIONAL
MODEL USING A DITHER PATTERN

ABSTRACT

5   Rendering a three-dimensional model includes obtaining a

characteristic of the three-dimensional model, determining a

three-dimensional dither pattern based on the characteristic,

and rendering the three-dimensional model using the three-

dimensional dither pattern. Determining the three-dimensional

10   dither pattern may include selecting a number of points to make

up the dither pattern and a location of the points on the

three-dimensional model.

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